

GETTING READY

1. Opener/Closer What You Need:

- Host
- Worship Leaders
- 20 pieces of cardstock

Music and Sound Effects (SFX):

- Upbeat music to use as kids enter and exit the room
- Upbeat music to play during the game

Large Group Visuals (downloadable from the website):

- Source Code Theme Slide
- Honesty Slide
- Memory Verse Word Code
- Memory Verse Slide
- · Bottom Line Slide

What You Do:

 Print two sets of the "Memory Verse Word Code" LGVs on cardstock. Have them in separate piles for the game.

2. Bible Story

What You Need:

- Storyteller
- Storyteller's smartphone

Music and Sound Effects (SFX):

• Week 3 Bible Story SFX 1-11

Large Group Visuals (downloadable from the website):

· Bottom Line Slide

What You Do:

- Download the weekly SFX from the download page under the "Large Group for K_3 and Preteen" panel.
- SFX will be played form main computer. Storyteller will "push play" on each SFX and Tech team will fire each sound

3. Worship

What You Need:

- This Is Living
- Alive Again

Planting a Virus

Bible Story: Planting a Virus (Haman's Plot Against the Jews) • Esther 3; 4:8b; 5:6-10; 6:6-11;

7:1-6, 9b-10

Bottom Line: When you lie to help yourself, you hurt yourself instead.

Memory Verse: "Anyone who lives without blame walks safely. But anyone who takes a

crooked path will get caught." Proverbs 10:9, NIrV

Life App: Honesty—Choosing to be truthful in whatever you say and do

Basic Truth: I need to make the wise choice.

Story: Communicating God's Truth in Engaging Ways (Large Group, 35 minutes)

Engage kids' hearts through a dynamic and interactive Bible story, worship, and prayer experience in a Large Group setting.

SFX: Play high-energy music as kids enter.

CG: Source Code Theme Slide

Host welcomes kids as they enter.

HOST: "What's up, friends? My name is [Host's name]. When I do this (hold your hand to your ear), I want you to yell out your name. Ready? Three, two, one! (Hold your hand to your ear and pause for response.) Uh-huh. I hear all of you. It's awesome to be hanging out with you today in [your environment's name].

"Hey, raise your hand if you remember this month's Life App. I'll give you a hint: it starts with an H, and it ends in a Y. (*Pause.*) It's honesty!

CG: Honesty Slide

"Honesty is choosing to be truthful in whatever you say and do. We can be honest with what we say, but we can also be honest with what we do. We can be honest without even saying a word.

SFX: Upbeat game music

"Speaking of words, our game today is ALL about words. It's called 'Conquer the Code.' Let me get two whole small groups up here on stage.

Bring up two small groups from opposite sides of the room.

Note: There are 10 sheets of paper for the "code," so if a group has fewer than 10 kids, you can bring up more kids to join them (maybe another whole group). If a group has more than 10 kids, then tell kids to share their cards as needed.

Line the contestants up across the stage in two straight, horizontal lines, so the audience can see all of them.

Worship Leaders enter and start passing out the sheets of cardstock with the "Memory Verse Code" on them to both groups. They tell the kids to keep the blank side showing for now. Then they exit.

"It's this side of the room versus this side (show this with your hands). Both teams will compete to decode the message that's scrambled on the papers you hold in your hands. And FYI, the message MIGHT look familiar to you. The first team to get the entire code lined up correctly wins!

"When I say, 'Go,' our contestants up here will turn their papers over for all of us to see. Leaders, then you can start arranging your teammates in the correct order. (*To audience*) All of you, be sure to cheer on your team, okay?

"It's time to play 'Conquer the Code'! Ready? Go!

Kids flip over their papers, revealing their words. The two SGLs start shuffling their kids into the correct order. As soon as one group gets the whole message in order . . .

"We have a winner! Great job, both teams! Let's read the conquered code together."

CG: Memory Verse Slide

KIDS and HOST: "Anyone who lives without blame walks safely. But anyone who takes a crooked path will get caught, Proverbs 10:9" (NIrV).

HOST: "Hey, that's our memory verse! And wow! It sounds like honesty really matters. But we're getting ahead of ourselves. (*To contestants*) For now, contestants, you can return to your seats. (*To audience*) And the rest of you can stand up, because it's time to sing and worship together!"

Contestants return to their seats. Worship Leaders enter. Host exits.

Worship

WORSHIP LEADER: "Hello, friends. Get on your feet and get your bigger-than-loud voices ready to go. We're about to sing 'At the Top of My Lungs,' and I want you to give it your very best because our amazing God deserves our very best. Let's sing praises to Him now!

SFX: "At the Top of My Lungs" / track 1 from At the Top of My Lungs

"That's right! God is everything we need. I love hearing you sing to Him. Before we continue in worship, check this out.

Optional CG: "Live Loud" video from Get Reel 2.0 DVD.

"Did you know that your heart is a great place to put God's Word? (Pause for response.) As we memorize the Bible and understand what it says, then we can then live it out each day. Psalm 119:11 says: I have hidden your word in my heart so that I won't sin against you (NIrV). This song is all about living loud for Him. Sing it out!"

SFX: "Live Loud" / track 6 from At the Top of My Lungs

Storyteller enters. Worship Leaders exit.

SETTING UP THE STORY

STORYTELLER: "Hey, everybody! Your singing sounded amazing! I'm [Storyteller's name], and I'm pumped to be hanging out with you today.

"Let me ask you a question. Have you ever been in charge of something big? Maybe you were the line leader for a week. Maybe you were the captain of your soccer match. Maybe you got to choose the movie for family movie night.

"It feels good to be in charge, right? There's nothing wrong with that. Being in charge can make us feel useful. We feel like what we're doing is important.

"There's a guy in our story today who had JUST been put in charge of something really important. His name was Haman. Like, 'Hey, man!' But H-A-M-A-N—Haman.

Take out the device with the sound effects. Tech team will play each SFX from the main computer but storyteller will "press play" each time from their phone

Note: If kids miss one of the sounds because they're talking, feel free to play it again before you move on.

"The king during this time was King Xerxes, and he gave Haman a very high position among the people.

SFX 1 (from device): Trumpet fanfare

"It was a higher position than Haman or any other noble had ever had before. It says in the Book of Esther (hold up Bible) that all the royal officials at the palace gate got down on their knees in front of Haman, because the king had commanded them to do it."

MORDECAI DOES NOT BOW DOWN

STORYTELLER: "Everyone, that is, except a man named Mordecai.

SFX 2 (from device): Record scratch

"Mordecai did not bow down to Haman because of his faith. Mordecai was Jewish, and Jewish law said that believers shouldn't bow down to any man. So Mordecai stood. He refused to kneel as Haman passed by the gates.

"When the other officials saw that Mordecai wouldn't bow down, they were curious.

SFX 3 (from device): Hmmm

"They wanted to know what Haman would do to Mordecai if he found out that Mordecai refused to bow to him.

SFX 4 (from device): Whispering

"They went to Haman and they told him about this Jewish person, Mordecai, who would not kneel before him.

"Think for a minute what it feels like to be in charge like Haman was. Think about how important Haman felt and how everyone else was treating him. They were bowing down to him and making a huge deal about him everywhere he went. How do you think Haman reacted when he heard that Mordecai WASN'T showing him the respect he thought he deserved? I'll give you a hint.

SFX 5 (from device): Angry man yelling

"Yep. When Haman heard that Mordecai would not bow down to him, Haman lost it. He went so far as to say that he was going to kill ALL the Jews in the entire kingdom. ALL OF THEM!

SFX 6 (from device): Sword unsheathing

"Haman made a choice. Haman made up a lie to tell King Xerxes. Haman told King Xerxes that there was a group people in the kingdom who were stirring up trouble. He told the king that they were dangerous and disrespectful to King Xerxes.

"Based on Haman's dishonesty, King Xerxes told Haman to do whatever he wanted. So Haman started planning how he could kill every single Jewish person in the kingdom—just because Mordecai refused to how to him"

ESTHER GOES TO THE KING

STORYTELLER: "There's another important person in our story today. Her name was Esther.

SFX 7 (from device): Royal music

"She was married to King Xerxes, making her queen of the kingdom.

"Esther was also Mordecai's cousin, AND Esther was Jewish. When Mordecai heard of Haman's plans to wipe out the Jews, he went to Esther for help.

SFX 8 (from device): Frantic running

"Listen to what Mordecai said to Esther.

Put the device down. Open the Bible to Esther 4:14 and read.

"What if you don't say anything at this time? Then help for the Jews will come from another place. But you and your family will die. Who knows? It's possible that you became queen for a time just like this (NIrV).

"In other words, Mordecai knew that Esther was the one who could save their people. Esther could do it if she was honest with the king that she was Jewish. And so she bravely went to the king.

Put down the Bible and pick up the device.

SFX 9 (from device): Knocking

"The king loved Esther, and he asked her what she wanted. He told her she could ask for anything—even half his kingdom if she wanted it!"

SFX 10 (from device): Cha-ching!

ESTHER AND MORDECAI EXPOSE HAMAN

STORYTELLER: "But instead, Esther simply asked the king to save her people. See, the king didn't know about Haman's evil plan, because Haman had not been completely honest with the king.

"And when King Xerxes found out that Haman was planning to kill all the Jews—his wife's people—he was NOT happy.

SFX 11 (from device): Dun-dun-dun!

"Haman was put to death for his dishonesty. And the Jewish people were saved!"

Put down the device.

WRAPPING UP THE STORY

STORYTELLER: "Haman thought he was SO important that he couldn't handle it when someone else wouldn't bow to him. And so he chose to lie to the king. He lied to help himself, and it ended up hurting him—big time.

"The truth is, being dishonest can and will hurt you. Lying never pays off in the end.

CG: Bottom Line Slide

[Bottom Line] "When you lie to help yourself, you hurt yourself instead. Honesty is always the wise choice. God knows that lying not only hurts others, but lying will also end up hurting us. Even though we know this, it's still hard to do sometimes. Let's pray and ask God for some help with this. Let's pray together."

Pray

STORYTELLER: "God, please help us to remember to choose honesty. We know that when we choose to be dishonest, we hurt ourselves. We want to be people who choose to do and say honest things. Help us to do that. We love You, and we ask these things in Jesus' name, amen."

Host enters as Storyteller exits.

Closer

HOST: "Haman got his feelings hurt, didn't he? He was upset that Mordecai wouldn't bow down to him. And it made him so angry that he came up with an elaborate plan to kill Mordecai and everyone Mordecai loved. When Haman chose to lie to King Xerxes, he really ended up hurting himself, like our Bottom Line for today says. Let's look at that together.

CG: Bottom Line Slide

[Bottom Line] "When you lie to help yourself, you hurt yourself instead.

"You and I are probably never going to be in a situation quite like that one. But all of us are tempted to be dishonest when we think it will get us what we want. In those moments, we need to remember that we have a choice. We can choose to lie, or we can choose to be truthful and trust that God will take care of us.

"I think we can all agree on what the better choice is. Honesty is ALWAYS the wise choice. But it's still good to figure out how we can put honesty into practice. That's where Small Group can help. It's time for you to head back with your group and talk about this some more. I'll see you next time!"

Dismiss children to their small groups.

SFX: Play high-energy music as the kids exit.